

Frankfort Park District Men's Basketball League Rules 2022

GENERAL RULES

1. The appointed Team Captain will be the only liaison between the team and the Park District. Only the Team Captain will communicate concerns directly with the Recreation Supervisor. Players must communicate their issues to the Team Captain, not contact the park directly. As captain, your responsibilities include:
 - Confirming your current phone number and email with the park district
 - Distributing copies of the league rules and schedules to the team players
 - Sign score book (after the game is complete) to assure accuracy of the score
 - Responsible for the conduct of team spectators and team players
2. Participants are expected to abide by the following behavioral guidelines.
 - Respect all participants, referees/officials, Park District Staff, and fellow spectators.
 - Refrain from inflicting bodily harm on participants, referees/officials, Park District staff and spectators.
 - Respect all equipment, supplies, and facilities of the Frankfort Park District

ROSTER & ELIGIBILITY

1. Rosters may consist of a maximum of 12 players (with a minimum of 5 players) No change to the roster will be allowed after Week 2, except in the case of injury. Any and all changes will require approval by the Recreation Supervisor.
2. All roster information (name, address, phone number, and signature) must be legible, complete, and accurate for a player to be eligible for league play
3. All players must have a valid I.D. at all games to verify their identity at the request of the referee and/or Recreation Supervisor. If a player can not present an I.D. upon request, that individual will not be able to play in the league, until the I.D. is presented.
4. All players must be at least 21 years of age, before the first scheduled game. Any and all age exceptions must be approved by the Recreation Supervisor before the games are scheduled.
5. Teams are expected to play only rostered players. If a non-rostered player is identified before a game begins, he cannot play (and game is still played). If a non-registered player is identified during a game, he can continue to play but the team is subject to a roster check with the Recreation Supervisor-possible game forfeit in league standings. If it gets to this point, the Recreation Supervisor has final say.

6. Once a player's name appears on a team roster, the player may not play for any other team in the same league.
7. Each team must provide each of its players with a like-colored shirt, and each shirt must have a visible number on the back. Players should have their own individual number, no two players will have the same numbers.

GAME INFORMATION

1. First team listed on the schedule denotes the home team.
2. Game Time – Game time is forfeit time. If a team does not have at least four players at game time, ready to play, the team must forfeit. The opposing team does not have the right to waive this rule.
3. Teams that forfeit a game must pay a \$25.00 forfeit fee. This fee must be paid to the park district office before their next scheduled game. If this fee is not paid, teams risk losing a position in the playoffs and seedings will be adjusted accordingly. Any team with three forfeits will be dropped from the league and no refunds will be given. Future league consideration will then be evaluated. Please note: Score of any forfeited game will be 15-0.
4. Team Captains must confirm all player numbers in the scorebook (3 minutes before game play) to assist our scorekeeper (s) in accuracy.
5. A jump ball will be used to start the game and the overtime period to determine ball possession. All other jump ball situations will incorporate the alternative possession rule.
6. Games will consist of two halves, twenty minutes in length with a two minute half-time. Except for time outs, the clock will run continuously. For the last minute of the first half and the last two minutes of the second half, the clock will stop on all whistles. If the team is ahead by fifteen or more points during the final two minutes of the second half, the clock will continue to be a running clock.
7. Slaughter Rule will be called if there is a lead of 15 or more points with 2 minutes left in the second half.
8. Overtime -Will be three minutes in length. Overtime is an extension of the second half, overtime will be an official clock, stopping on all whistles. Each team receives an additional timeout in overtime. There will be a one-minute intermission before overtime begins. If the score is still tied at the end of the 1st overtime, the 2nd overtime will become a "Sudden Death." First team that scores any point will be the winner.
9. Time-Outs- Each team will be allowed two time-outs (per half, one minute in length). A technical foul will be called against any team calling a time

out when there are no time-outs available to that team.

10. Substitutions can only take place at stoppage of play. Substitutes must notify scorekeeper and referee(s) before entering the game. Substitutes will enter after the 1st of two free throws.
11. Common fouls will be taken out of bounds until the 7th and successive team foul per half, in which the one and one will be shot and the clock will continue to run. The 10th and successive team foul per half will result in two shots from the free-throw line. The clock will continue to run, unless it is during the final minute of the 1st half or the last two minutes of the 2nd half. Please note: Players must leave the game on their 5th personal foul.
12. All technical fouls called will result in the following: two points and ball to the opposing team. Technical fouls will not be shot but do count towards personal and team fouls. Any player charged with two technical fouls for unsportsmanlike conduct will be ejected from the game and asked to leave the facility immediately. Three technical fouls by one team in any game will result in forfeiture of the game. Any player charged with five technical fouls during the course of the season, will be suspended for the duration of the season (without refund), including the playoffs. A flagrant or intentional flagrant foul will result in an immediate rejection from the game and facility, as well as two points to the other team.
13. A player in the defensive court with possession of the ball is allowed complete freedom of movement until he crosses the ten-second line. The defense can press the full length of the court only during the last minute of the first half and last two minutes of the second half. All teams leading by 15 points or more must drop back to half court (No Pressing)
14. On free throws, players occupying a marked lane space may enter the lane on the release of the ball.
15. All other league rules not covered will be I.H.S.A. sanctioned. Any house rules will take precedence over these rules.
16. The athletic supervisor will have the final authority to create and enforce any additional rules and regulations not covered in the above rules.

AWARDS & PLAYOFFS

1. **Cash Prizes-** Prizes will be awarded to end of the season tournament champion and the runner up. The amount will be determined by the number of participating teams. The championship team will also receive a trophy.
2. The Frankfort Park District will not be held responsible for any injuries that may occur in our basketball league. **All players must sign a waiver sheet before participating in the first league game**

3. The top 4 teams make the playoffs and will play a single-elimination tournament at the end of the regular season. Tiebreakers/Seeding will be determined by: Win/Loss records, Head to Head finishes, Lowest Amount of Points given up in season.
4. Playoff information will be posted on our website www.frankfortparks.org (League Info) 24 to 48 business hours of the last scheduled game of the regular season

PROTESTS

1. Protests based solely on a decision that involved accuracy of judgement on the part of a referee will not be considered.

REFEREES

1. Referees must be treated with respect at all times. All disagreements with a referee's interpretation of a rule must be conducted by the team captain in a civil manner
2. Each game will have two IHSA referees. In the event that one referee does not show up, teams must play the scheduled game without the second official. The scores will count toward the standings.

PLAYER-TEAM CONDUCT

- 1. Players ejected from a game must leave the facility immediately, are suspended for the next league game, and must pay a \$25 reinstatement fee before playing again. Players ejected twice are suspended for the remainder of the session, including playoffs. If a player ejection causes a team to have less than 4 eligible players on the court, the game will be forfeited.**
2. PROFANITY RULE: If a player directs profanity at a referee, opposing player/coach, or spectator during a game, the penalty shall be as follows (referee's discretion):
 - A. First Offense - Player receives a technical foul. Two points and possession are awarded to the other team.
 - B. Second Offense - Player receives a second technical foul. Two points and possession are awarded to the other team. Offending player is ejected from game and must leave facility.
3. Any player participating in any physical conduct/fighting with another player, referee, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from league play; possible civil action. Team will be fined \$25, which must be paid before next scheduled game. Failure to do so will result in forfeit in league standings.

4. Any player who verbally threatens a player, referee, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from league play; possible civil action. Team will be fined \$25, which must be paid before next scheduled game. Failure to do so will result in forfeit in league standings.
5. Any player damaging equipment before, during, or after a game (on Park property) will be indefinitely suspended from league play. Player will be fined for damages, and possible criminal prosecution.
6. Persistent poor behavior by a team, including harassment of referees or other teams, may result in the dismissal of that team from the league (includes team's spectators).
7. Drugs and/or alcoholic beverages are prohibited on Park District property. Players caught with alcoholic beverages and/or drugs will be indefinitely suspended from league play.
8. During a player's suspension, he cannot participate in nor be a spectator of any scheduled games of the basketball league.
9. Teams may not replace a suspended/disqualified player on their roster
10. The Recreation Supervisor has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.

INJURIES

1. Frankfort Park District is not responsible for any injuries incurred while on the premises of Frankfort Park District and its facilities before, during, or after a game. The Park District does not provide insurance for teams, but it recommends that individuals be privately insured.
2. A player who is bleeding, has an open wound, or has an excessive amount of blood on his uniform must leave the game and may not return until the situation has been resolved.
3. If a player suffers an injury during play:
 - A. The play stops on the referee's whistle.
 - B. The player is given 30 seconds to return to play. If the player cannot return to play within time, the team may utilize their time-out(s) and/or substitution.
 - C. If the injured player cannot safely return to play within time, AND no other players are available, that team will be allowed to play without that player for the remainder of that day only, even if this would cause them to have a less than an eligible number of players on the court – no forfeits due to injuries. However, the injured player will be allowed to return to play as soon as he elects to

return.

All players and teams are responsible in following all building and ground rules set forth by the Frankfort Park District. Violation of any rules will result in an automatic termination from the league.

League Results will be updated by 12:00 pm Fridays on our Website at:
<http://www.teamsideline.com/frankfort>

Any other comments or concerns should be directed to:
Beth Nagel at (815) 469-9400 or
by e-mail bnagel@frankfortparks.org

Have a Great Season!